ATARI BİLGİSAYAR
PROGRAM EKİ 13

BÜYÜK ARAŞTIRMA

İsmail İnci tarafından derlenen güzel bir oyun programıdır. Bu programla joystick yeteneğinizi geliştirerek zevkli dakikalar geçireceğinizi umuyoruz.

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0 REM ************************
1 REM *                      *
2 REM *   BUYUK ARASTIRMA    *
3 REM *                      *
4 REM *   BY KEMAL EZCAN     *
5 REM *      (c) 1984        *
6 REM *                      *
7 REM *   YAZIP GONDEREN     *
8 REM *                      *
9 REM *    ISMAIL INCI       *
10 REM ************************
11 PAGE=PEEK(106)-8:CHS=PAGE*256:POKE 559,0:POKE 77,128:RESTORE 28000
12 FOR I=128 TO 471:POKE CHS+I,PEEK(57344+I):NEXT I
14 READ C:IF C<>-1 THEN FOR I=0 TO 7:READ A:POKE CHS+C*8+I,A:NEXT I:GOTO 14
16 POKE 559,34:POKE 77,0:GOTO 6000
50 REM
51 SOUND 0,0,0,0
60 P=0:M=3:ROOM=8:MAXROOM=10
70 GRAPHICS 17:POKE 756,PAGE:POKE 708,15:POKE 709,24
80 ? #6;"ROOM:1  TIME:00 ":? #6;"LIVES:3 SCORE:0"
100 REM
110 GOSUB 1000
120 FOR YY=18 TO 20:POKE YY,0:NEXT YY:MCTR=1:RAUSFLG=0:H=32:TIM=60
130 POSITION 5,0:? #6;ROOM
150 REM
160 SAAT=INT((PEEK(20)+PEEK(19)*256+PEEK(18)*65536)/50)
161 TIME=TIM-SAAT:POSITION 13,0:? #6;TIME;" ":IF TIME=0 THEN 4500
170 ST=STICK(0):XR=0:YR=0
180 XR=XR-(ST>8 AND ST<12):XR=XR+(ST>4 AND ST<8):YR=YR-(ST=10 OR ST=6 OR ST=14):
YR=YR+(ST=9 OR ST=5 OR ST=13)
190 IF XR=0 AND YR=0 THEN 250
195 IF X+XR>19 OR X+XR<0 OR Y+YR<2 OR Y+YR>23 THEN 7000
200 LOCATE X+XR,Y+YR,Z:IF Z=168 OR Z=MCHR THEN 5000
210 IF Z=32 THEN SOUND 0,100,8,10:COLOR 32:PLOT X,Y:X=X+XR:Y=Y+YR:COLOR 33:PLOT
X,Y:SOUND 0,0,0,0
220 IF Z=41 THEN GOSUB 1200
230 IF RAUSFLG=1 AND Z=42 THEN GOSUB 1300
250 REM
260 IF MFLG THEN MCTR=MCTR+1:IF MCTR>MSPD THEN MCTR=MCTR-MSPD:GOSUB 1400
270 IF STRIG(0)=0 THEN GOSUB 1500
990 GOTO 150
1000 REM
1010 RESTORE 9900+ROOM*100
1020 READ X,Y,MX,MY,MCHR,WFLG,MSPD,MFLG,PX,PY,SX,SY,TX,TY,SE2,SE3
1030 FOR I=2 TO 23:COLOR 142:PLOT 0,I:DRAWTO 19,I:NEXT I:POKE 710,SE2:POKE 711,S
E3
1040 READ X1,Y1,X2,Y2:IF X1=-1 THEN 1060
1050 COLOR 32:FOR I=Y1 TO Y2:PLOT X1,I:DRAWTO X2,I:NEXT I:GOTO 1040
1060 READ X1,Y1,C:IF X1=-1 THEN 1080
1065 COLOR 168:IF C=2 THEN PLOT X1,Y1:GOTO 1060
1070 DRAWTO X1,Y1:GOTO 1060
1080 COLOR 33:PLOT X,Y:IF MFLG THEN COLOR MCHR:PLOT MX,MY
1090 COLOR 41:PLOT PX,PY:COLOR 42:PLOT SX,SY
1100 FOR W=1 TO 50:NEXT W
1110 COLOR 171:PLOT TX,TY:FOR I=15 TO 0 STEP -0.2:SOUND 0,60,4,I:NEXT I
1130 RETURN
1140 READ X1,Y1,X2,Y2:IF X1=-1 THEN 1060
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1200 REM
1210 P=P+50:POSITION 14,1:? #6;P:COLOR 32:PLOT X+XR,Y+YR
1220 FOR I=15 TO 0 STEP -0.6:SOUND 0,I/3+28,12,I:NEXT I
1230 RAUSFLG=1:RETURN
1300 REM
1310 COLOR 32:PLOT X+XR,Y+YR:P=P+20:POSITION 14,1:? #6;P
1320 FOR I=15 TO 0 STEP -0.4:SOUND 0,152,12,1:NEXT I:FOR W=1 TO 20:NEXT W
1330 FOR I=30 TO 10 STEP -0.5:SOUND 0,I,12,10:SOUND 1,I,4,10:SOUND 2,I,2,10:NEXT
 I:SOUND 0,0,0,0:SOUND 1,0,0,0
1340 SOUND 2,0,0,0:COLOR 32:PLOT TX,TY:RETURN
1400 REM
1410 XR=0:YR=0
1420 XR=XR-(X<MX):XR=XR+(X>MX):YR=YR-(Y<MY):YR=YR+(Y>MY)
1430 LOCATE MX+XR,MY+YR,Z
1440 IF Z=32 OR Z=WFLG THEN COLOR H:PLOT MX,MY:MX=MX+XR:MY=MY+YR:COLOR MCHR:PLOT
 MX,MY:H=Z:RETURN
1450 IF Z=33 THEN 5000
1460 RETURN
1500 REM
1510 TIM=TIM-10:IF TIM-SAAT<0 THEN TIME=0
1520 POSITION 13,0:? #6;TIME:IF TIME=0 THEN 4500
1530 LOCATE X+1,Y,Z:IF Z<>32 THEN RETURN
1540 COLOR 45:PLOT X+1,Y
1550 FOR I=0 TO 150 STEP 10:SOUND 0,I,8,15-I/10:NEXT I
1560 LOCATE X+2,Y,Z:COLOR 32:PLOT X+1,Y:IF Z<>MCHR THEN RETURN
1570 FOR I=15 TO 0 STEP -1:SETCOLOR 1,RND(0)*16,I:SOUND 0,RND(0)*20,8,I:NEXT I:P
=P+25:POSITION 14,1:? #6;P
1580 MFLG=0:COLOR H:PLOT MX,MY:POKE 709,24:RETURN
4500 REM
4510 POP
4520 FOR I=0 TO 15 STEP 0.2:SOUND 0,I/2,8,I:NEXT I
4530 IF MFLG THEN COLOR 32:PLOT MX,MY
4540 SETCOLOR 1,7,2:COLOR 8
4550 FOR I=23 TO 2 STEP -1:SOUND 0,250-I*10,8,15:PLOT 0,I:DRAWTO 19,I:FOR W=1 TO
 20:NEXT W:NEXT I
4560 FOR W=1 TO 100:NEXT W
4570 FOR I=2 TO 23:SOUND 0,200,8,23-I:COLOR 32:PLOT 0,I:DRAWTO 19,I:NEXT I
4580 GOTO 5030
5000 REM
5005 POP :POP :POP
5010 FOR I=15 TO 0 STEP -0.5:SOUND 0,0,4,I:A=A*I:SOUND 0,5,4,I:NEXT I:SOUND 0,0,
0,0
5020 COLOR 32:PLOT X,Y
5030 M=M-1:POSITION 6,1:? #6;M
5040 IF M>0 THEN 100
5050 FOR U=150 TO 200 STEP 8:FOR I=U TO U-10 STEP -10:SOUND 0,I,10,10-(U-150)/5:
NEXT I:FOR W=1 TO 10:NEXT W:NEXT U
6000 GRAPHICS 0:POKE 752,1:POKE 82,0:POKE 712,52:POKE 710,116
6010 ? "  B U Y U K  A R A S T I R M A "
6020 ? "  ":?
6030 ? :? :? :? :? " OYNARKEN HEM DIKKATLI HEMDE HIZLI OLUN"
6040 ? :? :POSITION 15,20:? "PRESS START =====>"
6080 L=12:T=1:RESTORE 6200
6090 IF PEEK(53279)=6 THEN GOTO 50
6095 READ T:IF T=-1 THEN RESTORE 6000:READ T:L=L-(L>0)
6100 SOUND 0,T,10,L
6105 FOR W=1 TO 10:NEXT W
6110 GOTO 6090
6200 DATA 162,136,108,81,68,53,40,33
6210 DATA 182,153,121,91,76,60,45,37,-1
7000 REM
7010 POP :P=P+TIME:POSITION 14,1:? #6;P
7020 FOR I=15000 TO 0 STEP -230:SOUND 0,I,10,I/1000:NEXT I
7030 ROOM=ROOM+1:IF ROOM<=MAXROOM THEN 100
7040 GRAPHICS 18:? #6;"   BRRAVVOOO !! ":? #6:P=P+1000
7080 FOR W=1 TO 600:NEXT W
7090 GOTO 6000
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10000 DATA 16,17,0,0,0,0,0,0,4,6,10,10,17,17,52,116
10010 DATA 3,5,7,15,8,9,12,20,13,13,16,20,17,17,19,17,-1,0,0,0
10020 DATA 2,4,2,8,4,1,8,8,1,13,8,1,13,12,1,17,12,1,17,16,1,19,16,1,19,18,2,17,1
8,1,17,21,1,8,21,1
10030 DATA 8,16,1,2,16,1,2,4,1,-1,0,0
10100 DATA 3,15,8,12,3,0,5,1,4,10,7,15,2,15,36,68
10110 DATA 3,5,9,20,10,11,16,20,0,15,2,15,-1,0,0,0,10,10,2,17,10,1,17,21,1,2,21,
1,2,16,1,0,16,1,0,14,2,2,14,1
10120 DATA 2,4,1,10,4,1,10,10,1,6,8,2,6,16,1,14,16,1,-1,0,0
10200 DATA 14,13,0,0,0,0,0,0,4,7,8,8,14,12,22,52
10210 DATA 3,6,9,13,10,13,16,20,14,2,14,12,-1,0,0,0
10220 DATA 15,2,2,15,12,1,17,12,1,17,21,1,10,21,1,10,14,1,2,14,1,2,5,1,10,5,1,10
,12,1,13,12,1,13,2,1,-1,0,0,0
10300 DATA 8,18,13,12,4,168,3,1,8,13,8,7,8,19,4,36
10310 DATA 5,5,14,18,3,8,16,15,8,19,8,23,-1,0,0,0
10320 DATA 7,23,2,7,19,1,4,19,1,4,16,1,2,16,1,2,7,1,4,7,1,4,4,1,15,4,1,15,7,1,17
,7,1,17,16,1,15,16,1,15,19,1,9,19,1
10330 DATA 9,23,1,9,7,2,9,16,1,6,12,2,13,12,1,-1,0,0
10400 DATA 11,14,16,14,5,0,3,1,5,18,4,9,11,15,244,4
10410 DATA 2,7,7,19,8,12,17,14,15,12,17,20,11,15,11,23,-1,0,0,0
10420 DATA 10,23,2,10,15,1,8,15,1,8,19,1,1,19,1,1,6,1,8,6,1,8,11,1,18,11,1,18,21
,1,14,21,1,14,15,1,12,15,1,12,23,1
10440 DATA -1,0,0
10500 DATA 9,21,9,5,6,168,2,5,1,3,7,16,7,9,22,196,244
10510 DATA 2,4,17,21,9,22,9,23,-1,0,0,0
10520 DATA 8,23,2,8,22,1,1,22,1,1,3,1,18,3,1,18,22,1,10,22,1,10,23,1,1,9,2,5,9,1
,5,6,1,14,6,2,14,9,1,18,9,1,-1,0,0
10600 DATA 9,5,9,18,7,168,1,5,1,8,20,10,20,9,4,166,196
10610 DATA 2,5,17,20,9,4,9,6,9,2,9,4,-1,0,0,0
10620 DATA 8,2,2,8,4,1,1,4,1,1,21,1,18,21,1,18,4,1,10,4,1,10,2,1,3,6,2,3,19,1,16
,19,1,16,6,1,9,20,2,-1,0,0
10700 DATA 17,19,0,0,0,0,0,0,2,20,16,5,18,19,150,164
10710 DATA 18,19,19,19,2,4,17,21,-1,0,0,0
10720 DATA 1,3,2,18,3,1,18,22,1,1,22,1,1,3,1,16,18,1,16,19,2,2,5,1,7,5,2,17,15,1
,8,5,2,17,14,1,12,4,2,16,8,1,11,4,2
10730 DATA 16,9,1,3,11,2,13,21,1,4,11,2,14,21,1,-1,0,0
10800 DATA 17,21,15,7,5,0,1,1,17,15,17,4,18,21,184,116
10810 DATA 2,4,17,21,18,21,19,21,-1,0,0,0
10820 DATA 1,3,2,18,3,1,18,22,1,1,22,1,1,3,1,3,16,2,18,16,1,1,18,2,16,18,1,3,20,
2,18,20,1,-1,0,0
10900 DATA 12,10,4,15,6,0,1,8,1,15,7,3,19,12,11,246,68
10910 DATA 3,11,8,19,8,7,15,10,12,11,12,23,-1,0,0,0
10920 DATA 11,23,2,11,11,1,9,11,1,9,20,1,2,20,1,2,11,1,7,11,1,7,6,1,16,6,1,16,11
,1,13,11,1,13,23,1,-1,0,0
28000 DATA 1,60,126,90,219,255,195,102,60
28010 DATA 3,60,90,90,255,219,165,255,165
28020 DATA 4,126,42,221,123,30,56,110,66
28030 DATA 5,40,84,186,84,124,198,186,238
28040 DATA 6,66,165,165,126,24,189,102,153
28050 DATA 7,98,181,173,126,195,189,247,110
28060 DATA 8,255,255,255,255,255,255,255,255
28070 DATA 9,8,66,24,61,180,24,66,16
28080 DATA 10,224,160,160,240,26,15,6,2
28090 DATA 11,255,239,199,199,239,231,231,255
28100 DATA 13,0,0,0,119,221,0,0,0
28110 DATA 14,191,0,251,251,251,0,191,191,-1
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AMORADA

Okurlarımızdan, Cem Arpacı tarafından hazırlanan bu programda son derece güzel bir melodi olan AMORADA'yı dinleme zevkine erişeceksiniz.

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0 REM ********************
1 REM ***  AMORADA  ****
2 REM *** CEM  ARPACI ***
3 REM ********************
4 POKE 580,0:TRAP 30000:DIM RT$(500),LT$(200)
5 RCM=33:RC=15
6 REM
8 RESTORE 13:FOR JJ=1 TO 48:READ BB:RT$(JJ)=CHR$(BB):NEXT JJ
13 DATA 40,1,20,40,40,20,7,20,1,20,1,20,40,40,7,1
14 DATA 40,0,0,0,40,0,0,0,20,0,0,20,20,0,20,0
15 DATA 40,0,20,0,40,20,20,0,20,20,40,40,50,50,60,60
19 GOSUB 10000:C=16
40 RESTORE 480
50 C=C+1:IF C=RCM THEN C=1:POKE 53279,0:RCM=17
51 IF ASC(RT$(C,C))<>0 THEN SOUND 2,ASC(RT$(C,C)),8,15
52 AT=0:READ T,HT:IF T=-1 THEN 200
53 IF T=256 THEN READ T:C=32:RCM=49
56 IF AT<>0 THEN L2=6:HHT=AT
57 IF T=256 THEN READ T
58 SOUND 0,T,10,10:IF HT<>0 THEN L=12:HT1=HT
59 FOR W=1 TO 2:NEXT W:SOUND 2,0,0,0
60 FOR I=15 TO 6 STEP -4:SOUND 0,T,10,I:SOUND 1,HT1,12,L:L=L-(L>1):L2=L2-0.2*(L2
>0):SOUND 3,HHT,10,L2:NEXT I
62 IF PEEK(53279)=5 THEN 230
65 SOUND 2,0,0,0
80 GOTO 50
200 SOUND 3,0,0,0
210 FOR I=15 TO 0 STEP -0.5:SOUND 0,162,10,I:SOUND 1,163,10,I:SOUND 2,128,12,I:S
OUND 3,40,8,I:NEXT I
230 GOTO 40
480 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
490 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
500 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
510 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
520 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
530 DATA 0,128,0,0,0,128,0,0,0,128,0,0,0,128,0,0
540 DATA 0,128,0,0,0,0,0,0,0,176,0,0,0,0,0,0
550 DATA 0,128,0,0,0,0,0,0,0,176,0,0,0,0,256,0,0
560 DATA 0,128,0,0,0,0,0,0,0,176,0,0,0,0,0,0
1000 DATA 0,128,0,0,0,0,0,0,0,176,31,0,31,0,31,0
1010 DATA 31,128,53,0,40,0,31,0,53,176,40,0,31,0,53,0
1020 DATA 40,128,31,0,53,0,40,0,31,176,53,0,40,0,33,0
1030 DATA 0,128,53,0,40,0,33,0,53,176,40,0,33,0,53,0
1040 DATA 40,128,33,0,53,0,40,0,33,176,53,0,40,0,31,0
1050 DATA 0,128,53,0,40,0,31,0,53,176,40,0,31,0,53,0
1060 DATA 0,176,31,0,31,0,31,0,31,116,33,0,35,0,256,0,37
1070 DATA 40,128,0,0,0,0,0,0,0,176,0,0,0,0,0,0
1080 DATA 0,128,0,0,0,0,0,0,0,176,31,0,31,0,31,0
1090 DATA 31,128,53,0,40,0,31,0,53,176,40,0,31,0,53,0
1100 DATA 40,128,31,0,53,0,40,0,31,176,53,0,40,0,33,0
1110 DATA 0,128,53,0,40,0,33,0,53,176,40,0,33,0,53,0
1120 DATA 40,128,33,0,53,0,40,0,33,176,53,0,40,0,31,0
1130 DATA 0,128,53,0,40,0,31,0,53,176,40,0,31,0,53,0
1140 DATA 0,176,31,0,31,0,31,0,31,116,33,0,35,0,256,0,37
1150 DATA 40,128,0,0,0,0,0,0,0,176,0,0,0,0,0,0
1160 DATA 0,128,0,0,0,0,0,0,0,176,53,0,47,0,45,0
1170 DATA 42,176,45,0,47,0,53,0,47,116,45,0,42,0,45,0
1180 DATA 47,176,53,0,47,0,45,0,42,116,45,0,47,0,53,0
1190 DATA 40,128,42,0,47,0,53,0,40,176,42,0,47,0,53,0
1200 DATA 40,128,42,0,47,0,53,0,60,176,64,0,72,0,81,0
1210 DATA 85,176,108,0,85,0,72,0,60,116,53,0,47,0,42,0
1220 DATA 47,176,53,0,57,0,53,0,47,116,53,0,57,0,60,0
1230 DATA 64,128,0,0,0,0,0,0,0,176,0,0,0,0,0,0
1240 DATA 0,128,0,0,0,0,0,0,0,176,53,0,47,0,45,0
1250 DATA 42,176,0,0,0,0,53,0,47,116,45,0,42,0,0,0
1260 DATA 0,176,53,0,47,0,45,0,42,116,45,0,47,0,53,0
1270 DATA 40,128,0,0,0,0,53,0,47,176,42,0,40,0,0,0
1280 DATA 0,128,53,0,47,0,42,0,40,176,42,0,47,0,53,0
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1290 DATA 42,176,0,0,0,0,53,0,47,116,45,0,42,0,0,0
1300 DATA 0,176,47,0,53,0,47,0,53,116,60,0,64,0,256,0,72
1310 DATA 81,128,0,0,0,176,0,0,0,128,0,0,0,176,0,0
1320 DATA 0,128,0,0,0,0,0,0,0,0,108,0,81,0,72,0
1325 REM
1330 DATA 68,128,72,0,81,0,108,0,81,176,72,0,68,0,72,0
1340 DATA 81,128,108,0,81,0,72,0,68,176,72,0,81,0,50,0
1350 DATA 0,158,53,0,60,0,53,0,50,128,53,0,60,0,53,0
1360 DATA 50,158,53,0,0,0,60,0,0,128,72,0,0,0,85,0
1370 DATA 0,176,108,0,85,0,72,0,60,116,53,0,50,0,53,0
1380 DATA 50,176,53,0,50,0,53,0,50,116,53,0,45,0,47,0
1390 DATA 50,158,0,0,0,158,0,0,0,158,0,0,0,158,0,0
1400 DATA 53,176,0,0,0,0,0,0,0,116,0,0,0,0,0,0
1410 DATA 40,128,0,0,0,0,42,140,0,0,0,0,45,146,0,0
1420 DATA 0,0,0,0,47,152,0,0,50,158,0,0,53,176,0,0
1425 REM
1430 DATA 57,182,0,0,0,182,0,0,0,182,0,0,0,182,0,0
1440 DATA 0,182,0,0,0,182,0,0,0,182,50,0,50,158,50,0
1450 DATA 50,176,53,0,60,0,72,0,85,116,108,0,85,0,72,0
1460 DATA 60,176,53,0,50,0,53,0,50,116,53,0,45,0,47,0
1470 DATA 50,158,0,0,0,158,0,0,0,158,0,0,0,158,0,0
1480 DATA 53,176,0,0,0,0,0,0,0,116,108,0,81,0,72,0
1490 DATA 68,128,72,0,81,0,108,0,81,176,72,0,68,0,72,0
1500 DATA 81,128,108,0,81,0,72,0,68,176,72,0,81,0,50,0
1510 DATA 0,158,53,0,60,0,53,0,50,128,53,0,60,0,53,0
1520 DATA 50,158,53,0,0,0,60,0,0,128,72,0,0,0,85,0
1530 DATA 0,176,108,0,85,0,72,0,60,116,53,0,50,0,53,0
1540 DATA 50,176,53,0,50,0,53,0,50,116,53,0,45,0,47,0
1550 DATA 50,158,0,0,0,158,0,0,0,158,0,0,0,158,0,0
1560 DATA 53,176,0,0,0,0,0,0,0,116,0,0,0,0,0,0
1570 DATA 40,128,0,0,0,0,42,140,0,0,0,0,45,146,0,0
1580 DATA 0,0,0,0,47,152,0,0,50,158,0,0,53,176,0,0
1590 DATA 57,182,0,0,0,182,0,0,0,182,0,0,0,182,0,0
1600 DATA 0,176,0,0,0,140,0,0,0,116,0,0,0,0,0,0
1610 DATA 53,128,108,0,81,0,72,0,64,176,72,0,81,0,108,0
1620 DATA 85,176,72,0,0,0,50,0,0,116,53,0,0,0,81,0
1630 DATA 81,128,81,0,85,0,81,0,85,128,81,0,72,0,68,0
1640 DATA 64,128,64,0,68,0,64,0,68,128,64,0,60,0,256,0,57
1650 DATA 53,128,53,0,57,0,53,0,57,128,53,0,47,0,42,0
1660 DATA 81,128,0,0,0,0,0,0,162,128,0,0,0,0,0,0
1670 DATA -1,0
10000 GRAPHICS 19
10010 SETCOLOR 4,3,0:SETCOLOR 0,1,14:SETCOLOR 1,7,4
10020 COLOR 2:PLOT 35,19:PLOT 35,20:PLOT 35,22:PLOT 35,23:PLOT 36,21:PLOT 39,19:
DRAWTO 37,19:DRAWTO 37,23:DRAWTO 39,23
10030 PLOT 37,21:DRAWTO 39,21
12000 RESTORE 13000:FOR JJ=1 TO 100:READ BB:LT$(JJ)=CHR$(BB):NEXT JJ
12005 A=ADR(LT$)
12010 S=PEEK(88)+256*PEEK(89)
12020 FOR N=S TO S+99:POKE N,PEEK(A):A=A+1:NEXT N:RETURN
12050 RESTORE 13000:FOR JJ=1 TO 100:READ BB:LT$(JJ)=CHR$(BB):NEXT JJ
13000 DATA 1,84,0,0,0,0,0,0,0,0,5,5,0,0,0,0
13001 DATA 0,0,0,0,4,1,0,0,0,0,0,0,16,0,4,1
13002 DATA 0,0,0,0,0,0,16,0,4,1,0,0,0,0,0,0
13003 DATA 16,0,5,85,4,0,0,0,0,0,16,0,4,1,5,80
13004 DATA 20,20,5,1,80,80,4,1,4,68,65,17,16,68,17,4
13005 DATA 20,1,68,68,65,16,17,68,17,20,16,0,68,68,20,16
13006 DATA 4,65,80,68
13010 A=USR(ADR(LT$))
30000 GRAPHICS 0:? PEEK(185)*256+PEEK(187);" Nolu Satirda↓↓←←←←←←←←←←←←←←←←";PEEK(
195);" Nolu Hata Bulundu !"
30010 FOR N=1 TO 1600:NEXT N:RUN
```

DISASSEMBLER

Verdiğimiz bu disassembler programı hafızanın istediğiniz bölgesini incelemenizi sağlayacaktır. Disassembler'in 5 tane komutu vardır. Bu komutları programı çalıştırdığınızda CMD komutunu girerek görebilirsiniz.

MEM komutu girildiğinde hafızanın istediğiniz bölgesinden başlamak üzere, hafızadaki programın makine diline çevrilmiş şeklini görebilirsiniz. Devam etmek için [RETURN]'a basmanız yeterlidir. Eğer menüye dönmek istiyorsanız, EXI komutu girilmelidir.

DUM ise, yine hafızanın istenilen bölgesinden başlamak üzere, hafızadaki değerlerin hexadecimal karşılıklarını verir.

ASC komutu da hafızadaki programın ASCII kodundaki karşılıklarını ekrana çıkartır.

```
100 REM ************************
110 REM *                      *
120 REM *   ATARI  YAZILIM     *
130 REM *                      *
140 REM *      GURUBU          *
150 REM *                      *
160 REM *   DISASSEMBLER       *
170 REM *                      *
180 REM ************************
1000 ? CHR$(125):? :? :? :? "KOMUT LISTESI ICIN CMD    ":? :?
1010 DIM CMD$(50)
1020 DIM WHAT$(3)
1030 DIM TEST$(3)
1040 DIM HEX$(16):HEX$="0123456789ABCDEF"
1050 DIM TEMP$(30)
1060 DIM T$(30)
1070 DIM OP$(3)
1080 DIM FIELD$(10)
1900 LOCATION=1536
2000 ? :? CHR$(20);:INPUT CMD$
2010 IF LEN(CMD$)<3 THEN GOSUB 5000:GOTO 2000
2020 WHAT$=CMD$(1,3)
2030 RESTORE 3000
2040 READ TEST$,WHERE
2050 IF TEST$="XXX" THEN CMD$="":GOTO 2010
2060 IF TEST$=WHAT$ THEN GOTO WHERE
2070 GOTO 2040
2100 ? :? :? "KOMUTLAR":? :?
2110 RESTORE 3000
2120 READ TEST$,WHERE
2130 IF TEST$="XXX" THEN ? :? :GOTO 2000
2140 ? TEST$
2150 GOTO 2120
3000 DATA EXI,3100
3003 DATA DUM,3300
3004 DATA MEM,6300
3005 DATA ASC,3400
3006 DATA CMD,2100
3098 DATA XXX,2000
3100 ? :? :? "TEKRAR BASLAMAK ICIN T":? "   GOTO 2000 [RETURN]":? :END
3300 ? :? :? "DUMP BASLANGIC ADRESI $";:INPUT TEMP$:GOSUB 4500:IF ERRORFLAG THEN
 GOSUB 5001:? :GOTO 2000
3305 DUMP=TEMP
3310 FOR Y=1 TO 22:TEMP=DUMP:GOSUB 4000:? "$";TEMP$;"  ";
3320 FOR XX=1 TO 10:TEMP=PEEK(DUMP):GOSUB 3350:GOSUB 4000:? TEMP$(3,4);" ":NEXT
XX:? :NEXT Y:? :? "?";
3330 INPUT TEMP$:IF TEMP$="E" THEN 2000
3340 GOTO 3310
3350 DUMP=DUMP+1:IF DUMP>65535 THEN DUMP=DUMP-65536
3360 RETURN
3400 ? "ASCII DUMP'I ICIN ADRES $";:INPUT TEMP$:GOSUB 4500:IF ERRORFLAG THEN GOS
UB 5001:? :GOTO 2000
```

```
3410 DUMP=TEMP
3420 FOR Y=1 TO 22:TEMP=DUMP:GOSUB 4000:? "$";TEMP$;"  "
3430 FOR XX=1 TO 30:TEMP=PEEK(DUMP):DUMP=DUMP+1:IF TEMP>122 OR TEMP<32 THEN TEMP
=ASC(".")
3440 ? CHR$(TEMP);:IF DUMP>65535 THEN DUMP=DUMP-65535
3450 NEXT XX:? :NEXT Y
3460 ? "?";:INPUT TEMP$:IF TEMP$="E" THEN 2000
3470 GOTO 3420
4000 TEMP$="    ":X=INT(TEMP/4096)
4010 TEMP$(1,1)=HEX$(X+1,X+1)
4020 TEMP=TEMP-X*4096:X=INT(TEMP/256)
4030 TEMP$(2,2)=HEX$(X+1,X+1)
4040 TEMP=TEMP-X*256:X=INT(TEMP/16)
4050 TEMP$(3,3)=HEX$(X+1,X+1)
4060 TEMP=TEMP-X*16:X=TEMP
4070 TEMP$(4,4)=HEX$(X+1,X+1):RETURN
4500 ERRORFLAG=0 IF LEN(TEMP$)>4 THEN ERRORFLAG=1:RETURN
4510 TEMP=0:MULT=1:FOR X=LEN(TEMP$) TO 1 STEP -1
4520 T$=TEMP$(X,X):IF T$>="0" AND T$<="9" THEN TEMP=TEMP+VAL(T$)*MULT:GOTO 4600
4530 IF T$<"A" OR T$>"F" THEN ERRORFLAG=1
4540 TEMP=TEMP+((ASC(T$)-55)*MULT)
4600 MULT=MULT*16:NEXT X:RETURN
5000 ? "Syntax error";:RETURN
5001 ? "Yanlis Hex degeri";:RETURN


6000 DATA BRK,10,0
6001 DATA ORA,8,1
6002 DATA X,10,0
6003 DATA X,10,0
6004 DATA X,10,0
6005 DATA ORA,1,1
6006 DATA ASL,1,1
6007 DATA X,10,0
6008 DATA PHP,10,0
6009 DATA ORA,7,1
6010 DATA ASL,13,0
6011 DATA X,10,0
6012 DATA X,10,0
6013 DATA ORA,2,2
6014 DATA ASL,2,2
6015 DATA X,10,0
6016 DATA BPL,3,1
6017 DATA ORA,9,1
6018 DATA X,10,0
6019 DATA X,10,0
6020 DATA X,10,0
6021 DATA ORA,4,1
6022 DATA ASL,4,1
6023 DATA X,10,0
6024 DATA CLC,10,0
6025 DATA ORA,12,2
6026 DATA X,10,0
6027 DATA X,10,0
6028 DATA X,10,0
6029 DATA ORA,11,2
6030 DATA ASL,11,2
6031 DATA X,10,0
6032 DATA JSR,0,2
6033 DATA AND,8,1
6034 DATA X,10,0
6035 DATA X,10,0
6036 DATA BIT,1,1
6037 DATA AND,1,1
6038 DATA ROL,1,1
6039 DATA X,10,0
6040 DATA PLP,10,0
6041 DATA AND,7,1
6042 DATA ROL,13,0
6043 DATA X,10,0
6044 DATA BIT,2,2
6045 DATA AND,2,2
6046 DATA ROL,2,2
6047 DATA X,10,0
6048 DATA BMI,3,1
6049 DATA AND,9,1
6050 DATA X,10,0
6051 DATA X,10,0
6052 DATA X,10,0
6053 DATA AND,4,1
6054 DATA ROL,4,1
6055 DATA X,10,0
6056 DATA SEC,10,0
6057 DATA AND,2,2
6058 DATA X,10,0
6059 DATA X,10,0
6060 DATA X,10,0
6061 DATA AND,11,2
6062 DATA ROL,11,2
6063 DATA X,10,0
6064 DATA RTI,10,0
6065 DATA EOR,8,1
6066 DATA X,10,0
6067 DATA X,10,0
6068 DATA X,10,0
6069 DATA EOR,1,1
6070 DATA LSR,1,1
6071 DATA X,10,0
6072 DATA PHA,10,0
6073 DATA EOR,7,1
6074 DATA LSR,13,0
6075 DATA X,10,0
6076 DATA JMP,0,2
6077 DATA EOR,2,2
6078 DATA LSR,2,2
6079 DATA X,10,0
6080 DATA BVC,3,1
6081 DATA EOR,9,1
6082 DATA X,10,0
6083 DATA X,10,0
6084 DATA X,10,0
6085 DATA EOR,4,1
```

```
6086 DATA LSR,4,1
6087 DATA X,10,0
6088 DATA CLI,10,0
6089 DATA EOR,12,2
6090 DATA X,10,0
6091 DATA X,10,0
6092 DATA X,10,0
6093 DATA EOR,11,2
6094 DATA LSR,11,2
6095 DATA X,10,0
6096 DATA RTS,10,0
6097 DATA ADC,8,1
6098 DATA X,10,0
6099 DATA X,10,0
6100 DATA X,10,0
6101 DATA ADC,1,1
6102 DATA ROR,1,1
6103 DATA X,10,0
6104 DATA PLA,10,0
6105 DATA ADC,7,1
6106 DATA ROR,13,0
6107 DATA ROR,13,0
6108 DATA JMP,6,2
6109 DATA ADC,2,2
6110 DATA ROR,2,2
6111 DATA X,10,0
6112 DATA BVS,3,1
6113 DATA ADC,9,1
6114 DATA X,10,0
6115 DATA X,10,0
6116 DATA X,10,0
6117 DATA ADC,4,1
6118 DATA ROR,4,1
6119 DATA X,10,0
6120 DATA SEI,10,0
6121 DATA ADC,12,2
6122 DATA X,10,0
6123 DATA X,10,0
6124 DATA X,10,0
6125 DATA ADC,11,2
6126 DATA ROR,11,2
6127 DATA X,10,0
6128 DATA X,10,0
6129 DATA STA,8,1
6130 DATA X,10,0
6131 DATA X,10,0
6132 DATA STY,1,1
6133 DATA STA,1,1
6134 DATA STX,1,1
6135 DATA X,10,0
6136 DATA DEY,10,0
6137 DATA X,10,0
6138 DATA TXA,10,0
6139 DATA X,10,0
6140 DATA STY,2,2
6141 DATA STA,2,2
6142 DATA STX,2,2
6143 DATA X,10,0
6144 DATA BCC,3,1
6145 DATA STA,9,1
6146 DATA X,10,0
6147 DATA X,10,0
6148 DATA STY,4,1
6149 DATA STA,4,1
6150 DATA STX,5,1
6151 DATA X,10,0
6152 DATA TYA,10,0
6153 DATA STA,12,2
6154 DATA TXS,10,0
6155 DATA X,10,0
6156 DATA X,10,0
6157 DATA STA,11,2
6158 DATA X,10,0
6159 DATA X,10,0
6160 DATA LDY,7,1
6161 DATA LDA,8,1
6162 DATA LDX,7,1
6163 DATA X,10,0
6164 DATA LDY,1,1
6165 DATA LDA,1,1
6166 DATA LDX,1,1
6167 DATA X,10,0
6168 DATA TAY,10,0
6169 DATA LDA,7,1
6170 DATA TAX,10,0
6171 DATA X,10,0
6172 DATA LDY,2,2
6173 DATA LDA,2,2
6174 DATA LDX,2,2
6175 DATA X,10,0
6176 DATA BCS,3,1
6177 DATA LDA,9,1
6178 DATA X,10,0
6179 DATA X,10,0
6180 DATA LDY,4,1
6181 DATA LDA,4,1
6182 DATA LDX,5,1
6183 DATA X,10,0
6184 DATA CLV,10,0
6185 DATA LDA,12,2
6186 DATA TSX,10,0
6187 DATA X,10,0
6188 DATA LDY,11,2
6189 DATA LDA,11,2
6190 DATA LDX,12,2
6191 DATA X,10,0
6192 DATA CPY,7,1
6193 DATA CMP,8,1
6194 DATA X,10,0
6195 DATA X,10,0
6196 DATA CPY,1,1
6197 DATA CMP,1,1
6198 DATA DEC,1,1
6199 DATA X,10,0
6200 DATA INY,10,0
6201 DATA CMP,7,1
6202 DATA DEX,10,0
6203 DATA X,10,0
6204 DATA CPY,2,2
6205 DATA CMP,2,2
6206 DATA DEC,2,2
6207 DATA X,10,0
6208 DATA BNE,3,1
6209 DATA CMP,9,1
6210 DATA X,10,0
6211 DATA X,10,0
6212 DATA X,10,0
6213 DATA CMP,4,1
6214 DATA DEC,4,1
6215 DATA X,10,0
6216 DATA CLD,10,0
6217 DATA CMP,12,2
6218 DATA X,10,0
6219 DATA X,10,0
6220 DATA X,10,0
6221 DATA CMP,11,2
```

```
6222 DATA DEC,11,2
6223 DATA X,10,0
6224 DATA CPX,7,1
6225 DATA SBC,8,1
6226 DATA X,10,0
6227 DATA X,10,0
6228 DATA CPX,7,1
6229 DATA SBC,1,1
6230 DATA INC,1,1
6231 DATA X,10,0
6232 DATA INY,10,0
6233 DATA SBC,7,1
6234 DATA NOP,10,0
6235 DATA X,10,0
6236 DATA CPX,2,2
6237 DATA SBC,2,2
6238 DATA INC,2,2
6239 DATA X,10,0
6240 DATA BEQ,3,1
6241 DATA SBC,9,1
6242 DATA X,10,0
6243 DATA X,10,0
6244 DATA X,10,0
6245 DATA SBC,4,1
6246 DATA INC,4,1
6247 DATA X,10,0
6248 DATA SED,10,0
6249 DATA SBC,12,2
6250 DATA X,10,0,
6251 DATA X,10,0
6252 DATA X,10,0
6253 DATA SBC,11,2
6254 DATA INC,11,2
6255 DATA X,10,0
```

```
6300 ? :? "BASLANGIC ADRESI $";:INPUT TEMP$
6310 GOSUB 4500:IF ERRORFLAG THEN GOSUB 5001:? :GOTO 2000
6320 PC=TEMP
6400 FOR Y=1 TO 22
6410 WHERE=PEEK(PC)+6000:RESTORE WHERE
6420 READ OP$,FIELD,BYTES
6430 TEMP=PC:GOSUB 4000:? "$";TEMP$;" ";
6431 IF BYTES=0 THEN TEMP=PEEK(PC):GOSUB 4000:? TEMP$(3,4);"     ";:GOTO 6440
6432 IF BYTES=1 THEN TEMP=256*PEEK(PC)+PEEK(PC+1-((PC+1)65535)*65536)):GOSUB 400
0:? TEMP$;"   ";:GOTO 6440
6436 TEMP=PEEK(PC):GOSUB 4000:? TEMP$(3,4);:TEMP=PEEK(PC+1-((PC+1)65535)*65536))
:GOSUB 4000:? TEMP$(3,4);
6437 TEMP=PEEK(PC+2-((PC+2)65535)*65536)):GOSUB 4000
6439 ? TEMP$(3,4);" ";
6440 PC=PC+1:IF PC=65535 THEN PC=PC-65536
6450 IF OP$="X" THEN ? "??? ":GOTO 6800
6460 ? OP$;"    ";
6470 RESTORE 8000+FIELD
6480 READ FIELD$,START,REP:IF REP THEN FIELD$(REP,REP)=","
6490 IF START=0 THEN ? FIELD$:GOTO 6800
6500 IF BYTES=1 THEN TEMP=PEEK(PC):PC=PC+1:IF PC>65535 THEN PC=PC-65535
6510 IF BYTES=2 THEN TEMP=PEEK(PC)+256*PEEK(PC+1):PC=PC+2:IF PC>65535 THEN PC=PC
-65535
6512 IF FIELD<>3 THEN 6520
6513 IF TEMP>127 THEN TEMP=(TEMP-256)
6514 TEMP=TEMP+PC
6520 GOSUB 4000:IF BYTES=1 AND FEILD<>3 THEN TEMP$=TEMP$(3,4)
6530 FIELD$(START,START+LEN(TEMP$)-1)=TEMP$
6540 ? FIELD$
6800 NEXT Y
6810 ? "?";:INPUT TEMP$:IF TEMP$="E" THEN GOTO 2000
6820 GOTO 6400
8000 DATA $    ,2,0
8001 DATA $  ,2,0
8002 DATA $    ,2,0
8003 DATA $    ,2,0
8004 DATA $  *X,2,4
8005 DATA $  *Y,2,4
8006 DATA ($   ),3,0
8007 DATA #$  ,3,0
8008 DATA ($  *X),3,5
8009 DATA ($  )*Y,3,6
8010 DATA ,0,0
8011 DATA $    *Y,2,6
8012 DATA $    *Y,2,6
8013 DATA A,0,0
```

HARİTADA İL BULMA

Okurlarımızdan Çağlar Tükel ve Levent Ozar tarafında hazırlanmış olan bu programda Türkiye'deki 67 ilimizin ve Kıbıs'taki bazı şehirlerin tam yerlerini öğrenme imkanı bulacaksınız. Bu kısa fakat öğretici programda yapmanız gereken tek hareket programı yazmak ve RUN etmek olacaktır. Daha sonra bilgisayarınız tarafından size rastgele bir şehir sorulacak ve bu şehri bulmanız istenecektir. Bundan sonra artık joystickinizi Türkiye haritasının üzerinde dolaştırarak ilin bulunduğunu tahmin ettiğiniz yere götürmeniz ve ateş düğmesine basmanız yeterli olacaktır. Böylece tahmin ettiğiniz ilin orada olup olmadığını öğrenecek, orada değilse, nerede olduğunu da belirtilen bir nokta ile göreceksiniz.

```
0 REM ************************
1 REM **     .     .         **
2 REM **  HARITADA IL BULMA  **
3 REM **                     **
4 REM **                _    **
5 REM **  LEVENT     CAGLAR  **
6 REM **          &  '"      **
7 REM **   OZAR      TUKEL   **
8 REM **                     **
9 REM ************************
10 DIM AD$(15):GOSUB 5000
11 REM
15 GOSUB 2000
20 GOSUB 4000:GOSUB 470:POKE 752,1
30 ? "Bulacasınız il ";AD$
40 S=STICK(0):IF STRIG(0)=0 THEN POKE 764,255
45 IF STRIG(0)=0 THEN GOTO 3000
60 YY=YY-(S=6)-(S=10)-(S=14)+(S=5)+(S=9)+(S=13)
70 HO=HO-(S=9)-(S=10)-(S=11)+(S=5)+(S=6)+(S=7):POKE 53248,HO
80 D=USR(1536,PMBASE,PMBASE+1024+YY,10)
82 X=HO-45:IF X<0 THEN X=0:HO=45
83 Y=YY-29:IF Y<0 THEN Y=0:YY=29
85 IF X>159 THEN X=159:HO=204
86 IF Y>159 THEN Y=159:YY=188
88 IF STICK(0)<>15 THEN POKE 77,0
89 GOTO 40
90 REM
470 REM
471 COLOR 1
472 POKE 710,0
480 RESTORE 1410
490 READ X,Y:A=X/4:B=191-Y-10/4
495 PLOT A,B
500 FOR I=1 TO 599
510 READ X,Y
525 T=X/4:H=191-Y-10/4
526 IF I=42 OR I=94 OR I=232 OR I=386 OR I=122 OR I=553 OR I=580 THEN PLOT T,H:N
EXT I
530 DRAWTO T,H
550 NEXT I
999 RETURN
1410 DATA 308,63,306,62,303,61,302,60,298,59,296 58,293,57,292,56,293,55
1420 DATA 295,54,298,53,287,53,286,52,286,51,283,50,277,49,275,49,271,48
1430 DATA 272,47,269,47,268,48,263,48,257,49,256,50,254,51,253,52,252,53
1440 DATA 253,54,255,53,257,53,258,54,261,55,267,55,269,56,268,57,268,58
1450 DATA 280,57,287,58,293,59,297,60,300,61,304,62
1460 DATA 144,151,143,150,144,149,147,148,148,147,149,146,150,145,151,144,150,14
3
1470 DATA 152,142,151,141,152,140,154,139,157,138,164,137,174,136,173,135,172,13
4,172,133,171,132,168,131,162
1475 DATA 132,157,133,149,132,145,132,138,132,137,131,136,130,134,129,132,128,12
8,127,123,126,119,125,117,124
1476 DATA 115,123,111,122
1480 DATA 110,121,108,120,106,120,107,121,108,122,107,123,110,124,114,125,118,12
6
```

```
1490 DATA 122,127,120,128,115,127,107,127,104,128,104,129,103,130,97,130 104,128
1500 DATA 105,129,108,130,109,131,111,132,111,133,111,134,111,135,114,136,118,13
7,118,138,118,139,117,140,116
1505 DATA 141,114,142,113,143,117,144,118,145,120,145
1510 DATA 126,146,131,147,134,147,136,146,138,145 141,145,145,145,150,145,106,11
9
1520 DATA 109,119,110,120,111,121,113,122,116,123,118,124,125,124,128,125,132,12
5
1530 DATA 133,124,135,123,140,123,143,123,145,124,141,125,149,125,146,124,148,12
3
1540 DATA 153,124,164,123,167,124,172,123,174,124,172,125,168 125,166,126,171,12
7
1550 DATA 178,129,182,128,188,128,192,129,179,129,178,130,175,131,173,132,174,13
3
1560 DATA 177,135,183,134,189,134 193,137,198,134,200,135,205,134,209,134,215,13
5
1570 DATA 224,134,226,135,225,136,228,137,232,138,235,139,239,140,243,141,246,14
2
1580 DATA 250,143,258 144,262,145,266,146,269,147,279,146,298,146,302,147,303,14
8
1590 DATA 305,148,308,147,308,146,309,145,310,144,315,143,320,142,323,143,327,14
4
1600 DATA 331,143,331,142,332,141,333,140,336,139,339,138,342,139,345,140,351,13
9
1610 DATA 352,138,362,137,366,137,367,138,370,138,370,137,373,136,387,136,392,13
7
1620 DATA 395,138,398,138,401,139,403,138,405,139,409,139,410,138,426,138,428,13
9
1630 DATA 434,140,437,141,440,142,444,143,446,144,447,145,450,146,452,147,453,14
8
1640 DATA 455,149
1650 DATA 453,148,457,147,461,147,465,148,470,148,475,148,476,149,477,150,482,15
0
1660 DATA 480,149,483,149,486,148,492,147,490,146,493,145,496,146,497,145,498,14
4
1670 DATA 503,143,504,142,505,141,506,140,505,139,504,138,503,137,504,136,505,13
5
1680 DATA 506,134,507,133,507,132,519,132,522,133,525,132,527,131,530,130,534,12
9
1690 DATA 535,128,537,127,534,128,531,129,528,128,528,127,527,126,527,125,526,12
4
1700 DATA 520,123,521,122,522,121,524,120,525,119,526,118,527,117,529,116,528,11
5
1710 DATA 528,114,530,113,531,112,530,111,535,110,534,109,534,108,533,107,532,10
6
1720 DATA 531,105,532,104,535,103,537,102,541,103,542,102,541,101,542,100,543,99
1730 DATA 545,98,548,97,546,96,548,95,545,95,543,94,541,93,538,92,535,93,537,94
1740 DATA 536,95,532,96,528,95,525,94,520,94,510,95,507,95,504,94,498,94,497,93
1750 DATA 496,92,495,91,490,90,489,91,489,92,487,93,485,92 483,91,478,90,473,89
1760 DATA 465,88,452,88,450,87,445,86,443,85,440,84,435,83,430,82,427,81,417,80
1770 DATA 405,80,400,81,393,82,388,81,384,80,380,79,375,78,370,78,364,78,361,79
1780 DATA 355,80,354,79,353,78,352,77,352,76,352,75,353,74,356,73,357,72,348,71
1790 DATA 349,70,348,69,348,68,347,68,345,67,344,66,340,67,337,67,335,66,336,65
1800 DATA 334,64,333,63,334,62,337,61,338,60,339,59,340,58,339,57,339,56,338,55
1810 DATA 337,54,338,53
1820 DATA 337,67,338,68,338,69,337,70,336,71,334,72,335,73,336,74,338,75,341,76
1830 DATA 343,77,343,78,342,79,341,80,337,80,335,79,333,78,330,78,328,77,332,77
1840 DATA 328,76,324,75,320,76,322,75,318,76,313,77,310,78,307,78,305,77,303,76
1850 DATA 300,75,298,74,296,73,293,72,295,71,292,70,291,70,288,71,287,70,286,69
1860 DATA 281,68,272,68,270,67,259,67,253,68,252,69,250,70,248,71,247,72,244,73
1870 DATA 237,74,233,75,228,76,222,77,213,77,211,78,208,76,208,75,207,74,208,73
1880 DATA 207,72,206,71,207,70,206,69,205,68,203,69,200,70,196,69,192,68,188,67
1890 DATA 182,68,177,69,174,70,173,71,173,72,171,73,173,74,170,75,168,75 168,74
1900 DATA 167,73,165,74,160,75,160,76,157,77,155,76,152,76,153,75,150,74,148,73
1910 DATA 145,73,148,74,145,74,148,75,148,76,138,75,130,75,143,76,147,77,149,78
1920 DATA 154,79,128,79,127,80,130,81,134,80,136,81,137,82,134,82,133,83,131,84
```

```
1930 DATA 127,84,128,85,127,86,128,87,123,88,129,89,129,91,127,92,124,93,121,93
1940 DATA 119,94,118,95,115,95,113,94,110,95,109,96,106,96,108,97,111,97,112,98
1950 DATA 109,99,108,100,109,101,112,101,114,100,115,99,114,98,115,97,116,97
1960 DATA 118,98,119,97,128,98,123,98,120,99,120,100,117,101,118,102,121,103
1970 DATA 125,104,120,105,119,106,121,107,118,108,117,109,116,110,120,111,122,11
2
1980 DATA 123,113,116,113,105,112,103,113,104,114,105,115,104,116,105,117,105,11
8
1990 DATA 106,119
1991 DATA 511,116,509,115,506,114,504,114,503,113,502,112,501,111,501,110,505,11
0,507,109,505,108,503,107,498,107
1992 DATA 495,108,494,107,492,107,488,108,482,108,483,109,486,110,485,111,488,11
2,498,113,501,114,499,114,497
1993 DATA 115,511,116
1994 DATA 272,108,274,107,275,106,274,105,275,104,277,103,278,104,280,103,281,10
2,282,101,280,100,278,99,276,100
1995 DATA 272,101,269,102,268,103,268,104,271,105,272,106,272,107
2000 GRAPHICS 15
2010 HO=45:RESTORE 2040:YY=29:POKE 764,255:SETCOLOR 2,0,0
2020 POKE 53277,3:POKE 559,62:POKE 704,30:POKE 53248,HO:FL3=0
2030 A=PEEK(106)-40:POKE 54279,A:PMBASE=A*256:CO=1 :COLOR CO
2040 FOR I=1024 TO 1279:POKE PMBASE+I,0:NEXT I
2050 FOR I=0 TO 9:READ B:POKE PMBASE+1024+YY+I,B:POKE PMBASE+1+I,B:NEXT I
2060 DATA 16,16,68,16,16,0,0,0,0,0
2070 FOR X=0 TO 86:READ A:POKE 1536+X,A:NEXT X
2080 DATA 104,201,3,208,81,104,133,225,104,133,224,104,133,227,104,133,226,104,1
33,229
2090 DATA 104,133,228,169,0,133,230,133,231,168,177,224,145,226,24,169,1,101,224
,133
2100 DATA 224,169,0,101,225,133,225,24,169,1,101,226,133,226,169,0,101,227,133,2
27
2110 DATA 24,169,1,101,230,133,230,169,0,101,231,133,231,24,165,228,197,230,208,
206
2120 DATA 165,229,197,231,208,200,96
2130 RETURN
2220 REM IL KOORDINATLARI
2230 DATA ADANA,322,81,ADIYAMAN,391,94,AFYON,206,102,AGRI,495,126,AMASYA,327,130
,ANKARA,260,119,ANTALYA,212,78
2240 DATA ARTVIN,460,143,AYDIN,144,90,BALIKESIR,145,114,BILECIK,193,120,BINGOL,4
40,111,BITLIS,481,108,BOLU,231,129
2250 DATA BURDUR,201,88,BURSA,173,121,CANAKKALE,112,121,CANKIRI,277,128,CORUM,30
7,128,DENIZLI,173,89,DIYARBAKIR
2255 DATA 437,98
2260 DATA EDIRNE,118,141,ELAZIG,410,107,ERZINCAN,413,122,ERZURUM,453,126,ESKISEH
IR,206,115,GAZIANTEP,370,84
2265 DATA GIRESUN,383,136
2270 DATA GUMUSHANE,409,130,HAKKARI,521,99,HATAY,342,71,ISPARTA,208,89,ICEL,306,
78,ISTANBUL,172,132,IZMIR,128,99
2280 DATA KARS,492,138,KASTAMONU,279,138,KAYSERI,323,103,KIRKLARELI,132,142,KIRS
EHIR,290,108,KOCAELI,193,129
2285 DATA KONYA,254,91
2290 DATA KUTAHYA,194,111,MALATYA,390,101,MANISA,135,100,MARAS,358,90,MARDIN,451
,91,MUGLA,156,81,MUS,463,110
2300 DATA NEVSEHIR,305,102,NIGDE,305,94,ORDU,371,136,RIZE,431,139,SAKARYA,203,12
9,SAMSUN,335,139,SIIRT,477,101
2310 DATA SINOP,308,148,SIVAS,355,119,TEKIRDAG,138,132,TOKAT,344,128,TRABZON,413
,138,TUNCELI,415,113,URFA,405,86
2315 DATA USAK,181,101
2320 DATA VAN,507,110,YOZGAT,305,119,ZONGULDAK,235,139,LEFKOSE,276,55,GIRNE,277,
57,MAGOSA,293,55
3000 COLOR 2:PLOT Q1,W1:PLOT Q1-3,W1-4:DRAWTO Q1-3,W1+4:DRAWTO Q1+3,W1+4:DRAWTO
Q1+3,W1-4:DRAWTO Q1-3,W1-4
3010 IF ABS(Q1-X)<=3 AND ABS(W1-Y)<=3 THEN ? "TEBRIKLER BILDINIZ !":GOTO 3030
3020 ? "BILEMEDINIZ"
3030 ? "TEKRAR ICIN START'A BASINIZ"
3040 IF PEEK(53279)<>6 THEN 3040
3045 COLOR 0:PLOT Q1,W1:PLOT Q1-3,W1-4:DRAWTO Q1-3,W1+4:DRAWTO Q1+3,W1+4:DRAWTO
Q1+3,W1-4:DRAWTO Q1-3,W1-4
3050 GOSUB 4000:GOTO 30
```

```
4000 RESTORE 2230
4010 AS=INT(RND(0)*70):FOR FK=1 TO AS:READ AD$,Q,W:NEXT FK
4020 Q1=Q/4:W1=191-W-10/4
4030 RETURN
5000 GRAPHICS 2:? #6:? #6:? #6;"   TURKIYE HARITASI":? #6:? #6;"best software":?
 #6;"    Caglar tukel"
5005 ? #6;"          LEVENT OZAR"
5010 FOR I=1 TO 1000:NEXT I:RETURN
```

PATTERN

Renk bozuklukları, kaymalar, lineerlik kaymaları vs. terslikler renkli televizyonlarda karşımıza sık sık çıkmaktadırlar. Bu arızaları gerekli test aletleri olmadan düzeltmek çok zordur.

Ancak ATARI 800 XL'de bu tip aletlerin yaptığı işi görebilir. Vereceğimiz program bu işi görecektir.

Televizyonunuzu açmadan yapabileceğiniz bazı ayarlar vardır. Parlaklık, renk ve kontrast bu ayarlardandır. Bundan başka televizyonunuzun modeline bağlı olarak arka tarafında bir takım ayarlar vardır. Bunlarla lineerlik ayarlarını yapabilirsiniz. Yeni model televizyonlarda bu ayarların hemen hepsi içerdedir, yani ayarların yapılabilmesi için televizyonunu arka kapağının açılması gerekir. Televizyon hakkında pratiğiniz yoksa, bu kapağı kesinlikle "!" açmayınız, tüpün etrafında, 20000 volta varan gerilimler vardır.

Bazen renkler istenildiği gibi ayarlanamaz, örneğin; programdan 1. seçeneği seçtiğinizde ekranın her tarafı kırmızı olmayabilir ya da istenilen kırmızı elde edilemeyebilir. O zaman televizyonunuzun açılması gerekir. Gerekli olan ayarlar televizyonunuzun markası ve modeline göre değişeceğinden size standart bir yol öneremeyeceğiz. Eğer telvizyon üzerinde pratiğiniz varsa bu ayarları yapmanız zor olmayacaktır.

```
10 REM ******************************
12 REM **                          ** Perpetual
14 REM **  ATARI YAZILIM GRUBU     **
16 REM **                          **
20 REM **         PATTERN          **
26 REM **                          **
30 REM ******************************
40 REM
100 REM
110 ? CHR$(125):POKE 82,6:GRAPHICS 0:POKE 752,1:? :? "**ANA MENU**"
120 ? :? "1-TON AYARI ICIN KIRMIZI EKRAN"
130 ? :? "2-YESIL EKRAN"
140 ? :? "3-MAVI EKRAN"
150 ? :? "4-NOKTALI EKRAN"
160 ? :? "5-DIKEY CIZGILI EKRAN"
170 ? :? "6-YATAY CIZGILI EKRAN"
180 ? :? "7-DIKEY VE YATAY CIZGILI EKRAN"
190 ? :? "8-CEMBER EKRANI"
200 ? :? "9-GRI EKRAN"
210 ? :? :? "SECIMINIZ LUTFEN"
220 CLOSE #1:OPEN #1,4,0,"K:"
230 GOSUB 1000
240 POKE 82,0:ON A-48 GOTO 250,280,310,340,390,440,490,550,660
250 ? CHR$(125) SETCOLOR 4,3,6:SETCOLOR 2,3,6
260 GOSUB 1000
280 ? CHR$(125):SETCOLOR 4,12,4:SETCOLOR 2,12,4
290 GOSUB 1000
310 ? CHR$(125):SETCOLOR 4,8,4:SETCOLOR 2,8,4
320 GOSUB 1000
340 REM ***NOKTALI EKRAN***
350 ? CHR$(125):SETCOLOR 1,0,12:SETCOLOR 2,0,0:SETCOLOR 4,0,0
360 FOR X=0 TO 39 STEP 2:FOR Y=0 TO 23 STEP 2:POSITION X,Y:? ".":NEXT Y:NEXT X
370 GOSUB 1000
390 REM ***DIKEY CIZGILI EKRAN***
400 ? CHR$(125):SETCOLOR 1,0,14:SETCOLOR 2,0,0:SETCOLOR 4,0,0
410 FOR X=0 TO 39 STEP 2:FOR Y=0 TO 22:POSITION X,Y:? CHR$(2):NEXT Y:NEXT X
420 GOSUB 1000
```

```
440 REM ***YATAY CIZGILI EKRAN*** .
450 ? CHR$(125):SETCOLOR 1,0,14:SETCOLOR 2,0,0:SETCOLOR 4,0,0
460 FOR X=0 TO 38:FOR Y=0 TO 23 STEP 2:POSITION X,Y:? "-";:NEXT Y:NEXT X
470 GOSUB 1000
490 REM ***DIKEY VE YATAY CIZGILI EKRAN***
500 ? CHR$(125):SETCOLOR 1,0,14:SETCOLOR 2,0,0:SETCOLOR 4,0,0
510 FOR X=0 TO 39 STEP 2:FOR Y=0 TO 22:POSITION X,Y:? CHR$(124);:NEXT Y:NEXT X
520 FOR X=0 TO 37 STEP 2:FOR Y=0 TO 22 STEP 2:POSITION X,Y:? CHR$(19);CHR$(18);N
EXT Y:NEXT X
530 GOSUB 1000
550 REM ***CEMBER***
560 GRAPHICS 8+16:POKE 752,0:SETCOLOR 4,9,4:COLOR 1
570 X=150:Y=95:PLOT 20,Y:DRAWTO 300,Y:PLOT X,5:DRAWTO X,183:RS=25:ST=0.05:FOR I=
0 TO 6.29 STEP ST
580 R1=3.7
590 R9=RS*R1
600 X9=R9*COS(I):Y9=R9*SIN(I)
610 PLOT X+X9,Y-Y9
620 PLOT X+X9+1,Y-Y9
630 NEXT I
640 GOSUB 1000
660 REM *%GRI EKRAN***
670 FOR B=0 TO 14 STEP 2:SETCOLOR 2,0,B
680 ? CHR$(125):POSITION 2,11:? "PARLAKLIGI DEGISTIRMEK ICIN↓                BOS
LUK TUSUNA BASIN"
690 GOSUB 1000
700 IF A=32 AND B=14 THEN 670
710 IF A=32 THEN NEXT B
720 GOTO 100
1000 A=PEEK(764):IF A=255 THEN POKE 77,0:GOTO 1000
1010 GET #1,A:IF A=155 THEN 100
1020 RETURN
```

KİTAP KATALOĞU

Okurlarımızdan Uğur Arifoğlu tarafından hazırlanan bu program sayesinde küçük bir kitap katalogu elde etmiş olacak ve istemiş olduğunuz bazı bilgileri burada saklama imkanı bulacaksınız. Programda kayıtlar DATA satırlarına eklendiğinden program gerek kaset, gerekse disket için son derece kolay bir kullanım sağlamaktadır.

```
0 REM
1 DIM A$(30),B$(30),C$(30),D$(25),E$(20),F$(10),B(2),G$(30),H$(30),I$(30),K$(25)
,L$(20),C(2)
5 Z=125:? CHR$(Z)
30 POSITION 13,4:? "KITAP KATALOGU"
35 POSITION 9,5:? "UGUR SOFTWARE PRODUCT"
40 POSITION 15,6:? "(C)1987 BY"
45 POSITION 13,7:? "UGUR ARIFOGLU"
50 SETCOLOR 2,0,0:POKE 752,1
70 FOR X=6 TO 32:POSITION X,21:? "_":NEXT X
73 FOR X=6 TO 32:POSITION X,13:? "_":NEXT X
75 POSITION 18,12:? "MENU"
80 POSITION 7,14:? "[1] KITAP HAKKINDA BILGI"
90 POSITION 7,15:? "[2] YAZARIN KITAPLARI"
100 POSITION 7,16:? "[3] YAYINEVININ KITAPLARI"
110 POSITION 7,17:? "[4] AYNI TUR KITAPLAR"
115 POSITION 7,18:? "[5] YENI BILGI GIRME"
120 POSITION 7,19:? "[6] KAYIT          "
125 POSITION 7,20:? "[7] MENUYE DONUS    "
128 POSITION 6,23:? "TERCIH ETTIGINIZ TUSA BASINIZ"
130 CLOSE #1:OPEN #1,4,0,"K:"
140 GET #1,X
150 IF X=49 THEN 300
160 IF X=50 THEN 400
170 IF X=51 THEN 500
180 IF X=52 THEN 600
185 IF X=53 THEN 800
190 IF X=54 THEN 996
195 IF X=55 THEN 5
200 IF X<49 OR X>55 THEN 140
300 ? CHR$(Z)
310 ? "KITABIN ADINI YAZINIZ";
:INPUT A$
330 RESTORE 1000
340 READ B$,C$,D$,E$,F$,B
```

```
350 IF A$=B$ THEN 750
360 IF B$="0" AND C$="0" AND D$="0" AND E$="0" AND A=0 AND B=0 THEN RESTORE
365 IF B$<>"0" AND C$<>"0" AND D$<>"0" AND E$<>"0" AND B<>0 THEN 340
370 CLOSE #1:GOTO 700
400 ? CHR$(Z)
410 ? "YAZARIN ADINI GIRINIZ";:INPUT A$
420 RESTORE 1000
430 FOR X=1 TO 1000
440 READ B$,C$,D$,E$,F$,B
450 IF A$=C$ THEN Y=Y+1:? A$,B$
460 IF B$="0" AND C$="0" AND D$="0" AND E$="0" AND B=0 THEN POP :GOTO 700
470 NEXT X:CLOSE #1:GOTO 700
500 ? CHR$(Z)
510 ? "YAYINEVININ ADINI GIRINIZ";:INPUT A$
520 RESTORE 1000
530 FOR X=1 TO 1000
540 READ B$,C$,D$,E$,F$,B
550 IF A$=D$ THEN ? A$,B$
560 IF B$="0" AND C$="0" AND D$="0" AND E$="0" AND B=0 THEN POP :GOTO 700
570 NEXT X:CLOSE #1:GOTO 700
600 ? CHR$(Z)
610 ? "ARADIGINIZ TURUN ADINI GIRINIZ";:INPUT A$
620 RESTORE 1000
630 FOR X=1 TO 1000
640 READ B$,C$,D$,E$,F$,B
650 IF A$=E$ THEN ? A$,B$
660 IF B$="0" AND C$="0" AND D$="0" AND E$="0" AND B=0 THEN POP :GOTO 700
670 NEXT X:CLOSE #1:GOTO 700
700 POSITION 13,21:? "VERILER BU KADAR"
710 GOTO 70
715 ? "ß":FOR X=1 TO 50:NEXT X:RETURN
750 ? CHR$(Z):? :? :? "ß"
753 ? "KITABIN ADI.....:";B$;:GOSUB 715
754 ? "YAZARIN ADI.....:";C$;:GOSUB 715
755 ? "YAYINEVININ ADI...:";D$;" YAYINEVI";:GOSUB 715
756 ? "KITABIN TURU.....:";E$;:GOSUB 715
757 ? "KITABIN CILDI.....:";F$;:GOSUB 715
758 ? "SAYFA SAYISI.....:";B;" SAYFA";:GOSUB 715
760 GOTO 700
800 ? CHR$(125):A=990:POKE 559,0
810 TRAP 830:A=A+10:RESTORE A:READ B$,C$,D$,E$,F$,B:IF B=0 THEN 830
820 GOTO 810
830 POKE 559,62:TRAP 40000:? "=>";:TRAP 830:? "KITABIN ADI.....:";:INPUT G$
835 ? "YAZARIN ADI.....:";:INPUT H$
840 ? "YAYINEVININ ADI...:";:INPUT I$
850 ? "KITABIN TURU.....:";:INPUT K$
860 ? "CILDI(ORNEK:1 CILT):";:INPUT L$
870 ? "SAYFA SAYISI.....:";:INPUT C
900 RESTORE 1000:FOR I=1 TO 1000:TRAP 930:READ B$,C$,D$,E$,F$,B
910 IF B$=G$ THEN POP :RUN
920 NEXT I
930 GRAPHICS 0:POKE 559,0
940 POSITION 2,4
950 ? A;"DATA ";G$;",";H$;",";I$;",";K$;",";L$;",";C
960 ? "CONT"
970 POSITION 2,0
980 POKE 842,13
990 STOP
991 POKE 842,12
995 POKE 559,62:RUN
996 ? CHR$(Z):POSITION 3,22:? "BILGILERI KAYIT ETMEK ICIN HERHANGI"
997 POSITION 12,23:? "BIR TUSA BASINIZ.":CSAVE
998 POSITION 12,22:? "ß";"KAYIT BITMISTIR.
  "
999 FOR X=1 TO 100:NEXT X:? "ß":GOTO 70
1000 DATA SIFALI BITKILER,AYHAN YALCIN,GECIT,ANSIKLOPEDI,1 CILT,623
1010 DATA ARITAS KIMYA,HANIFI YURTSEVEN,ARITAS,GENEL BILGILER,,300
1020 DATA ATARI BASIC,ABDULLAH KUZU,BILIM TEKNIK,GENEL BILGI,1,190
29999 DATA 0,0,0,0,0,0
```